A GAME OF
CONCENTRATION

ATARI® GAME PROGRAM™ INSTRUCTIONS

COMPLETE
GAME PLAY
INSTRUCTIONS

GAME SELECT
MATRIX
Section 6

NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

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1. THE BELL OR THE RASPBERRY?

Pick a number, any numbered square. Now check to see what's hidden there. A "bell" you say? Okay, that was easy. But here's the catch: Try to match that first bell with another bell hidden behind one of several numbered squares. It's a challenge but with a bit of luck and a lot of concentration, you can uncover a second bell to make a match, score a point and ring some congratulatory bells!

Castle or sailboat, ladybug or butterfly—what is concealed by the numbered square? If you don't reveal an identical pair, the computer gives you the "raspberry"—an awful razzing sound you'll hate to hear.

2. GAME PLAY

The object of A GAME OF CONCENTRATION is to score as many points as possible by matching pairs of identical images. Use your Keyboard Controllers to make selections. On the screen is a matrix of your choice of 16 or 30 numbered squares, as shown in **Figures 1** and **2**. Behind each square is an object. Each player takes a turn by choosing two matrix squares. When you choose a square, an object is revealed. If you choose two squares with identical objects behind them:

- A pleasant bell-like sound signifying a correct answer occurs.
- The two squares disappear from the matrix.
- You score one or two points, depending upon which position you have set your **DIFFICULTY** switch. *(See Section 4*—**CONSOLE CONTROLS** for a description of **DIFFICULTY SWITCHES.)**
- You receive another turn.

When you select two squares whose objects are not identical:

- A "razz" signifying an incorrect answer sounds.
- The two objects disappear and the numbers reappear on the squares.
- In two-player games, your opponent takes a turn.
- In one-player games, the computer scores one point and you select another two squares.

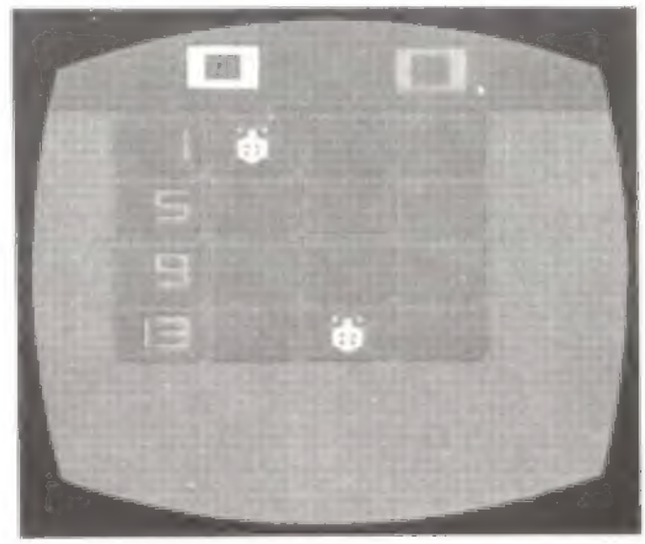


Figure 1 - 16-Square Matrix

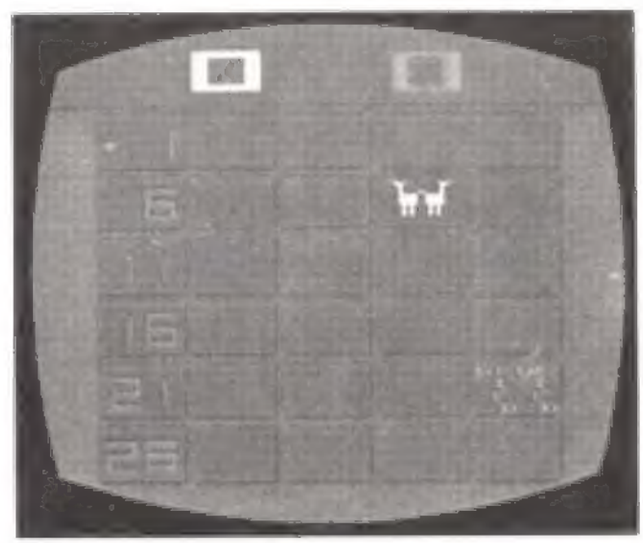


Figure 2 - 30-Square Matrix

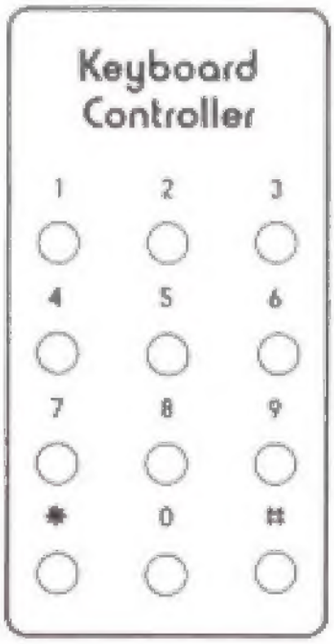
There are 16 different objects in A GAME OF CONCENTRATION. **Figure 3** shows you what these look like. The sixteenth object, the Wild Card, is further described and illustrated in *Section 5*—**GAME VARIATIONS AND SCORING.**

Figure 3

3. CONTROLLER ACTION

Use your Keyboard Controllers with this ATARI® Game Program™ cartridge. Be sure to plug the controller cables firmly into the jacks at the back of your Video Computer System™ Game. Use the **LEFT CONTROLLER** jack for one-player games. *See Section 3 of your owner's manual for further details.*

In two-player games, the left controller player begins the game. A number will flash on each matrix square. To select a square press the same number on your Keyboard Controller. The number you press will appear at the top of the screen in place of your score. After you press the Keyboard number, enter it into the computer by pressing the # (enter) button on the Keyboard. The object behind the square is then revealed.



NOTE: If you press the wrong Keyboard number or change your mind, immediately press the number you want, then enter it into the computer. Or you can press the * (erase) button and then the number you want. Either way, you cannot change your selection once you've entered it into the computer.

In games with 30 squares, the computer will not accept any number over 30. In 16-square games, the computer will not accept any number over 16.

4. CONSOLE CONTROLS

GAME SELECT SWITCH

Use the **GAME SELECT** switch to choose the game you wish to play. If you press and hold this switch, the game numbers will appear at the top left of the screen *(See Section 6,* **GAME SELECT MATRIX** *to choose the game you want to play.)*

GAME RESET SWITCH

Once you have selected a game number, press down the **GAME RESET** switch to start the game. Each time **GAME RESET** is pressed, the game starts over. Once the game begins, players' scores appear at the top left (left player's score) and right (right player's score) side of the screen.

DIFFICULTY SWITCHES

A GAME OF CONCENTRATION offers two levels of difficulty. With the player's **DIFFICULTY** switch in the **A** position, one point is scored for each match. When the **DIFFICULTY** switch is in the **B** position, two points are scored for each match. Thus, a skilled player can handicap himself by setting his **DIFFICULTY** switch in **A** position while allowing the opponent to play with the **DIFFICULTY** switch in **B** position. (The opponent would then receive twice as many points for each correct match as the skilled player.)

NOTE: If you set your **DIFFICULTY** switch to **B** in one-player games, you will score two points for each match, but the computer will still score only one point for each incorrect selection.

TV TYPE SWITCH

Set this switch to **COLOR** if you have a color television set. Set it to **B-W** to play the game in black and white.

5. GAME VARIATIONS AND SCORING

A GAME OF CONCENTRATION offers eight game variations. There are four one-player variations and four two-player variations. Here is a breakdown of the eight games and the scoring process for each.

GAME 1

This two-player version offers a 16-square matrix. Players alternate taking turns, except when a player makes a correct choice (at which time he receives another turn). Players score one or two points for each correct selection, depending upon where the **DIFFICULTY** switches are set *(see Section 4,* **CONSOLE CONTROLS** *for an explanation of* **DIFFICULTY** *switches).*

GAME 2

In this one-player game you have a 16-square matrix and you score one or two points for each match-up (depending upon the position of your **DIFFICULTY** switch). The computer scores one point for each in-

correct selection you make. You continue to play until all squares have disappeared.

GAME 3

This two-player variation offers a new twist: the Wild Card. A Wild Card automatically matches any object, scoring one point (or two points with the player's **DIFFICULTY** switch in **B** position). Players receive another turn each time they make a match. A Wild Card will be behind two of the matrix squares. **Figure 4** shows you what a Wild Card looks like.

Figure 4

NOTE: In Wild Card games, you will often end up with two mismatched objects. Concentrate on where these objects are and try not to select them. If played correctly, they will be the only two squares still appearing on the matrix at game's end.

GAME 4

GAME 4 is a one-player, 16-square version with the Wild Card feature. Here you score one or two points (with **DIFFICULTY** switch set in **A** or **B** position, respectively) for each Wild Card and each match. The computer scores one point for every incorrect selection you make. You continue to play until all squares have disappeared or until you know you have made every possible match on the matrix.

GAME 5

Here the challenge of A GAME OF CONCENTRATION increases considerably because you are playing with a 30-square matrix. This is a two-player game which is played and scored exactly like **GAME 1.**

GAME 6

Played and scored just like **GAME 2**, this one-player variation offers a 30-square matrix to confound and intrigue you.

GAME 7

Here is a 30-square version of **GAME 3.** It is for two players, offers two hidden Wild Cards and is played and scored like **GAME 3.**

GAME 8

This one-player Wild Card variation differs from **GAME 4** in that it presents a 30-square matrix. In every other way it is played and scored exactly like **GAME 4.**

6. GAME SELECT MATRIX

	16-Square				30-Square			
Game Number	1	2	3	4	5	6	7	8
Number of Players	2	1	2	1	2	1	2	1
Wild Card								

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